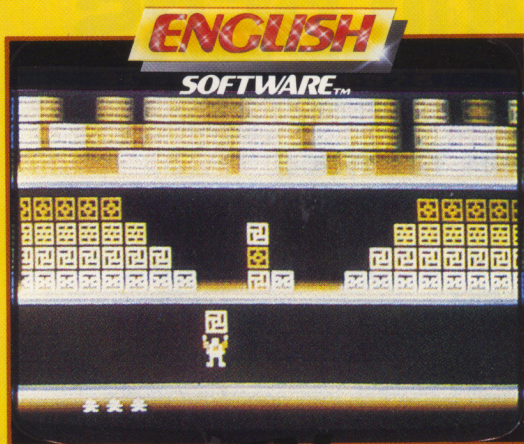




**THUNDER
MOUNTAIN**

Atari® 400, 800,
XL, or XE; 48K
Joystick required

A zany, fast-action arcade game.



**BATTY
BUILDERS**

BATTY BUILDERS

What You Need

- Atari® 8-bit computers; 48K minimum
- Single disk drive
- Monitor or TV (color recommended)
- Joystick

Loading Instructions

1. Insert a joystick into controller port 1.
2. Turn on your monitor or TV and the disk drive.
3. Insert the *Batty Builders* disk, label side up, into the disk drive and close the disk drive latch.
4. Turn on the computer.
5. To start the game, press the joystick fire button.

Game Description

The Batty Builder wants to construct a wall from the blocks that fall from the conveyor belt overhead. Batty Builder would like very much to build the wall so that only blocks of the same pattern and color make up each row. Use the joystick to position Batty Builder under the falling block, then push the fire button to raise Batty Builder's arms to catch the block. Be careful, because Batty Builder gets squashed if you're not lined up just right under the falling block.

Once a block has been caught, use the joystick to position Batty Builder under the spot in the wall where you want to place the block, then press the fire button to heave the block into the air. If you've thrown the block accurately, it will land in the lowest vacant spot in the section of the wall above Batty Builder. Otherwise, it will crash, and quite possibly crush Batty Builder.

Remember, the object is to construct the wall in such a way that a row contains only blocks of the same pattern and color. However, you'll still get some points if a block lands in a row of blocks that are a different pattern and color.

Whenever Batty Builder is smashed by a falling block, you lose one "life." Batty Builder has five lives at the start of each game. An extra life is awarded for every 20,000 points that you score (up to a maximum of seven lives). There are eight levels of play. Each level has different wall layouts and colors. On the first level, the only hazards you encounter are the falling blocks. However, as you progress through the upper levels, you must avoid the moving boxes of TNT that threaten to blow Batty Builder to bits.

Game Controls

Push the joystick in the appropriate direction to move Batty Builder to the left, right, up, or down. Press the fire button to raise Batty Builder's arms to catch a falling block. After catching a block, press the fire button again to throw the block upward onto the wall.

To pause during a game, press the OPTION key. Press the OPTION key again to go back to the game.

Scoring

Catching a block	50 points
Laying a block in the wrong place	125 points
Laying a block in the right place	250 points
Completing a row correctly	625 points
Completing an imperfect wall	2250 points
Completing a perfect wall	5000 points

Arcade Game — Ages 8 and Up

BATTY BUILDERS

As the new worker at the Batty Builder's Construction Yard, you must construct the foundation walls for a new project. You also must test the new conveyor system. Run as fast as you can to catch the falling stones before they smash, and build a wall of just the right pattern. Be careful, though; doing two jobs at once isn't easy. And watch out for that TNT the last guy left lying around.

Features:

- High speed action and fun
- Hilarious graphics
- Danger and excitement (Have you ever tried catching bricks? It can be hazardous to your health!)
- Multiple skill levels

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ISBN 0-87085-375-9

